

In the Claims:

Please amend the claims as follows:

1. (currently amended) A weapon effect simulation system, comprising:
a fire simulation system comprising means for transmitting electromagnetic waves to simulate real ammunition from a weapon and means for including information in the electromagnetic waves, the fire simulation system further comprising means for calculating an imagined trajectory of the simulated ammunition and means for determining a geographical position of the weapon, wherein the means for including information in the electromagnetic waves is operative to include information related to coordinates in the three-dimensional space for the calculated ammunition trajectory; and
at least one hit simulation system comprising means for receiving the transmitted electromagnetic waves and means for determining whether a target has been hit based on the received electromagnetic waves;
~~wherein the fire simulation system comprises~~
~~means (2) for transmitting electromagnetic waves to simulate real ammunition from a weapon and~~
~~means (21) for including information in the electromagnetic waves,~~
~~and said at least one hit simulation system comprises~~
~~means (34) for receiving the transmitted electromagnetic waves and~~
~~means (33) for determining whether a target has been hit based on the received~~
~~electromagnetic waves, characterized in that the fire simulation system further comprises means~~

~~(17) for calculating the imagined trajectory of the simulated ammunition and means (20) for determining the geographical position of the weapon, and in that the means (21) for including information in the electromagnetic waves are arranged so as to include information related to coordinates in the three-dimensional space for the calculated ammunition trajectory.~~

2. (currently amended) A The weapon effect simulation system according to claim 1, ~~characterized in that~~ wherein the means (2) for transmitting electromagnetic waves ~~comprise~~ comprises a laser transmitter (12) ~~arranged so as~~ operative to transmit laser radiation with at least one beam lobe.

3. (currently amended) A The weapon effect simulation system according to claim 2, ~~characterized in that~~ wherein the means (2) for transmitting electromagnetic waves further ~~comprise~~ comprises a radio transmitter (23) ~~arranged so as~~ operative to transmit radio waves.

4. (currently amended) A The weapon effect simulation system according to claim 3, ~~characterized in that~~ wherein the means (33) for determining whether the target has been hit ~~are~~ is operative to determine target hits based primarily on the information in the laser radiation and secondarily on the information in the radio waves.

5. (currently amended) A The weapon effect simulation system according to claim 1, ~~characterized in that~~ wherein the means (2) for transmitting electromagnetic waves ~~comprise~~ comprises a radio transmitter (23) ~~arranged so as~~ operative to transmit radio waves.

6. (currently amended) A The weapon effect simulation system according to claim 1, ~~characterized in that wherein~~ the means (21) for including information in the electromagnetic waves ~~are arranged so as~~ is operative to continuously include, based on the calculated trajectory, information concerning the current trajectory position of the simulated ammunition.

7. (currently amended) A The weapon effect simulation system according to claim 1, ~~characterized in that wherein~~ the means (21) for including information in the electromagnetic waves ~~are arranged so as~~ is operative to include, during a period of time that is shorter than the flight time of the real ammunition and based on the calculated trajectory, information concerning the trajectory positions of the simulated ammunition.

8. (currently amended) A The weapon effect simulation system according to claim 1, ~~characterized in that wherein~~ the means (17) for calculating the trajectory of the simulated ammunition ~~are arranged~~ is operative so as to determine the impact point or burst point of the ammunition, and ~~in that wherein~~ the information related to the calculated ammunition trajectory contains the impact point or burst point.

9. (currently amended) A The weapon effect simulation system according to claim 1, ~~characterized in that wherein~~ the fire simulation system comprises a transmitter (13) ~~arranged so as~~ operative to transmit information regarding the geographical position of the weapon, and ~~in that wherein~~ a minimum of one of the hit simulation systems comprises a receiver (25) ~~arranged so as~~ operative to receive said position data.

10. (currently amended) A The weapon effect simulation system according to claim 9, ~~characterized in that~~ wherein the information related to the calculated ammunition trajectory is determined relative to the geographical position of the weapon.

11. (currently amended) A The weapon effect simulation system according to claim 1, ~~characterized in that~~ wherein said at least one hit simulation system comprises means (32) for determining the geographical position of the target.

12. (currently amended) A The weapon effect simulation system according to claim 11, ~~characterized in that~~ wherein at least one of the hit simulation systems comprises a transmitter (26), and ~~in that~~ wherein the fire simulation system comprises a receiver (14) ~~arranged so as~~ operative to receive information from the transmitter (26) of the hit simulation system.

13. (currently amended) A The weapon effect simulation system according to claim 12, ~~characterized in that~~ wherein the transmitter (26) ~~is arranged so as~~ is operative to transmit information regarding the geographical position of the target.

14. (currently amended) A The weapon effect simulation system according to claim 13, ~~characterized in that~~ wherein the calculating means (17) ~~are arranged so as~~ is operative to determine which target has been hit, and ~~in that~~ wherein the information related to the calculated ammunition trajectory includes information that identifies the determined target.

15. (currently amended) A The weapon effect simulation system according to claim 12,

~~characterized in that~~ wherein the transmitter (26) ~~is arranged so as~~ is operative to transmit a hit message upon determination of a hit.

16. (currently amended) A The weapon effect simulation system according to claim 15, ~~characterized in that~~ wherein the receiver (25) for a hit simulation system that has not determined a hit, the so-called "secondary object", is ~~arranged so as~~ operative to receive the transmitted hit message.

17. (currently amended) A The weapon effect simulation system according to claim 16, ~~characterized in that~~ wherein the means (33) of the secondary object for determining hits ~~are~~ is operative to decide upon receiving hit messages whether the secondary object has been hit.

18. (currently amended) A The weapon effect simulation system according to claim 15, ~~characterized in that~~ wherein the means (2) for transmitting electromagnetic waves ~~are~~ is operatively connected with the receiver (14) of the fire simulation system and ~~arranged so as~~ is operative to break off the simulation upon receiving the hit message.

19. (currently amended) A The weapon effect simulation system according to claim 15, ~~characterized in that~~ wherein the fire simulation system comprises means for displaying hit locations and effects based on received hit messages.

20. (currently amended) A The weapon effect simulation system according to claim 19,

~~characterized in that~~ wherein the means for displaying hit locations and effects ~~are arranged so as~~
is operative to display hit locations and effects visually.

21. (currently amended) A The weapon effect simulation system according to claim 1,
~~characterized in that~~ wherein the fire simulation system is disposed at a weapon.

22. (currently amended) A The weapon effect simulation system according to claim 1,
~~characterized in that~~ wherein the means ~~(20) arranged so as~~ operative to determine the
geographical position of the weapon ~~have~~ has a geographical position that is separate from the
geographical position of the means ~~(2) arranged so as~~ operative to transmit electromagnetic
waves for simulating real ammunition.

23. (currently amended) A The weapon effect simulation system according to claim 1,
~~characterized in that~~ wherein said at least one hit simulation system is disposed in connection
with a respective target.

24. (currently amended) A The weapon effect simulation system according to claim 1,
~~characterized in that~~ wherein the means ~~(33) for determining whether a target has been hit are~~
~~arranged so as~~ is operative to determine the hit location on the target.

25. (currently amended) A player, comprising: e.g. in the form of a vehicle or a soldier,
~~equipped with~~

a fire simulation system ~~according to claim 1~~ and a hit simulation system according to

claim 1, wherein the means (33) of the hit simulation system for determining whether a target has been hit are operatively connected with the means (2) of the fire simulation system for transmitting electromagnetic waves and ~~arranged so as~~ operative to break off the simulation in the event that a hit is determined corresponding to damage or injury that renders continued firing impossible.

26. (currently amended) A fire simulation system for weapon effect simulation systems, comprising:

means (2) for transmitting electromagnetic waves for simulating ammunition from a weapon; and

means (21) for including information in the electromagnetic waves operative to include information related to coordinates in the three-dimensional space for the calculated ammunition trajectory; ~~characterized in that the fire simulation system further contains~~

means (17) for calculating the imagined trajectory of the ammunition; and

means (20) for determining the geographical position of the weapon; ~~and in that the means (21) for including information in the electromagnetic waves are arranged so as to include information related to coordinates in the three-dimensional space for the calculated ammunition trajectory.~~

27. (currently amended) A method for simulating the effect of a weapon on one or more potential targets, wherein the method comprising:

modulating with information electromagnetic waves for simulating ammunition from the weapon ~~are modulated with information~~, wherein the information includes information related to

coordinates in the three-dimensional space for the calculated ammunition trajectory,

transmitting the modulated electromagnetic waves ~~are transmitted~~ for reception by the potential targets, ~~whereupon~~

making a determination is made upon reception for each respective target as to whether the target has been hit, based on the received electromagnetic waves, ~~characterized in that~~

calculating the imagined trajectory of the simulated ammunition ~~is calculated, and in that~~
~~the information that is modulated with the electromagnetic waves includes information related to~~
~~coordinates in the three-dimensional space for the calculated ammunition trajectory.~~